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## AMENDMENTS TO THE CLAIMS

The listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claims 1-21 are cancelled without prejudice or disclaimer. Claims 22-34 are newly added.

1-21. (Cancelled)

22. (New) A gaming machine for simultaneously displaying player tracking information and a game image on the same display, the gaming machine in communication with a host computer over a network, the host computer maintaining a player tracking account with player tracking information associated with a player, the gaming machine comprising:

a player tracking input device coupled to receive player identification information;

a communications interface coupled to provide the received player identification information to the host computer;

a display;

game electronics coupled to the display, the gaming electronics configured to provide a game image including game output information;

a video overlay device coupled to receive the game image and configured to:

receive, responsive to the host computer identifying the player based on the player identification information, the player tracking information from the player account,

generate a player tracking information image including the player tracking information,

combine the player tracking information image with the game image to define a combined image, including overlaying the player tracking information image on one or more regions of the game image designated as unimportant to game play, and

provide the combined image to the display; and

provide, when the player is not identified, only the game image to the display.

23. (New) The gaming machine of claim 22, wherein the player tracking information includes one or more selected from the group consisting of a player name, player ID, point data, progressive data, extra credit data, bonus data, loyalty data, and award data.

24. (New) The gaming machine of claim 22, wherein the player tracking information image includes an animated graphic.

25. (New) The gaming machine of claim 22, wherein the game image shows a plurality of reels.

26. (New) The gaming machine of claim 22, wherein the player tracking input device includes a card reader.

27. (New) A gaming machine for simultaneously displaying player tracking information and a game image on the same display, the gaming machine in communication with a host computer over a network, the host computer maintaining a player tracking account with player tracking information associated with a player, the gaming machine comprising:

- a card reader coupled to receive player identification information from a player tracking card;

- a communications interface coupled to provide the received player identification information to the host computer;

- a game video display;

- game electronics coupled to the game video display, the gaming electronics programmed to provide a game image including game output information;

- a video overlay device coupled to receive the game image and configured to:

- receive, responsive to the host computer identifying the player based on the player identification information, the player tracking information from the player account via the communications interface,

- generate a player tracking information image including the player tracking information,

- combine the player tracking information image with the game image to define a combined image, including overlaying the player tracking information image on one or more regions of the game image designated as unimportant to game play, and

- provide the combined image to the game video display; and

- provide, when the player is not identified, only the game image to the game video display.

28. (New) The gaming machine of claim 27, wherein the player tracking information includes one or more selected from the group consisting of a player name, player ID, point data, progressive data, extra credit data, bonus data, loyalty data, and award data.

29. (New) The gaming machine of claim 27, wherein the player tracking information image includes an animated graphic.

30. (New) The gaming machine of claim 27, wherein the game image shows a plurality of reels.

31. (New) A method for simultaneously displaying player tracking information and a game image on the same display of a gaming machine in communication with a host computer over a network, the host computer maintaining a player tracking account with player tracking information associated with a player, the method comprising:

- providing, in game electronics coupled to a display, a game image including game output information;

- receiving, in a video overlay device coupled between the game electronics and the display, the game image;

- receiving player identification information;

- determining whether the host computer identifies the player based on the player identification information;

- when the host computer identifies the player:

- receiving the player tracking information from the player account,

- generating a player tracking information image including the player tracking information,

- combining, in the video overlay device, the player tracking information image with the game image to define a combined image, including overlaying the player tracking information image on one or more regions of the game image designated as unimportant to game play, and

- providing the combined image to the display; and

- when the host computer does not identify the player:

- providing, from the video overlay device, only the game image to the display.

32. (New) The method of claim 31, wherein the player tracking information includes one or more selected from the group consisting of a player name, player ID, point data, progressive data, extra credit data, bonus data, loyalty data, and award data.

33. (New) The method of claim 31, wherein the player tracking information image includes an animated graphic.

34. (New) The method of claim 31, wherein the game image shows a plurality of reels.